Job Description for Senior 3D Artist – Generalist

Position: Senior 3D Artist – Generalist

Based in: Mumbai

Reporting to: Product Manager

Experience required: Someone with 3 to 6 years of work experience

What do you need to do? (Role and Responsibilities)

- You need to be a 3D generalist responsible for creating environment, props, characters and animations for 3D mobile games.
- You will be responsible for planning 3D game pipelines, especially in Unity.

Who could you be? Background and Experience:

- Minimum 3-4 years. Candidate should currently be working in the Gaming Industry.
- Should have strong knowledge of 3D-Modelling, Texturing, Lighting.
- Must be proficient with Maya, 3D Max and Photoshop.
- Experience with the process of making normal maps (transferring the high-poly sculpted detail on low-poly game objects).
- Ability to manage multiple projects, set priorities and meet deadlines.
- Understanding of both high-poly and low-poly modeling of 3D characters for mobile games
- Knowledge of following processes is essential:
  - Rigging techniques
  - Weight painting techniques
  - 3D texturing techniques
  - UV mapping techniques
  - Bump, specular, and normal maps
  - Alpha channels

- Candidate should have worked on projects for both iOS and Android mobile platforms.
- Candidate should know how to optimize artworks for all mobile platforms.
- Along with 3D art, the candidate should also have the ability to integrate the 3D animation files into Unity and tweak them as per the game requirements.
- Candidate will be constantly interacting with the development team, product managers and testing team, therefore the candidate should have good communication skills.
- Proactiveness and commitment are of utmost importance.
- Experience in some or all of the following will be an added advantage:
  - Making Terrains using Unity 3D
  - Knowledge of lighting and shaders in Unity 3D.
  - The capability of integrating 3D art and assets in Unity Engine.
  - The ability to generate the apk and ipa builds

Educational Qualification:

- Graduate from a reputed institute
- Candidates with an Art school background would be preferred

Next Steps:

If this opportunity excites you:

Send your updated resume along with your portfolio link to: hr@games2win.com